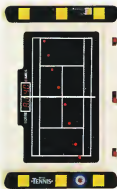


Entex makes a fantastic collection of quality games and toys for every member of the family from age 5 to adult. There are two Hip Pocket games, some new and exciting board games of strategy plus a fun, new activity game.

But in *Electronics*, you'll find sports games, card games, arcade games, computer and musical toys and games, and radio-controlled vehicles. Each is equipped with the latest, most sophisticated state-of-the-art electronic features, many exclusive to Entex.

So remember, no matter what kind of game or toy you're interested in, always look for the name *Entex*. It's your assurance of getting the best! Here's the line-up:



No. 6013 Electronic TENNIS

Singles (2-player), doubles (4-player) or play against the built-in computer. Just like real tennis, it's a game of timing. Hit the ball too soon and your shot will be too long; hit it too late and you'll put it into the net. The game includes alternate court serves, volleys, lobs and slams. Real tennis scoring. LED digital score-board. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Entex No. 6025 4.5V AC adapter, not included.



No. 6007 Electronic **BASEBALL 3** Play a friend or play the computer. With two players, one "pitches," choosing fastball, change-up, curve, slider or knuckleball. Second player is the "batter."

The computer is the "fielder." Electronic sound effects and LED lights show the action of baserunners, strikes, balls, outs, singles, doubles, triples, homeruns, foul balls, bunts, score and inning. Pitching module can be snapped out of main unit for remote-control pitching. 30" cord allows pitcher to conceal pitches, for greater realism.

Early swing by batter pulls ball to left side; late swing pushes ball to right.

Features steal, bunt, sacrifice fly and double play. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Entex No. 6025 4.5V AC adapter, not included.



No. 68001 Electronic BASEBALL

Play a friend or play the computer. With two players, one "pitches," choosing fastball, change-up, curve, slider or knuckleball. Second player is the "batter." The computer is the "fielder." Electronic sound effects show the action of baserunners, strikes, balls, outs, singles, doubles, triples, homeruns and score. Pitching module can be snapped out of main unit for remote-control pitching. 30" cord allows pitcher to conceal pitches, for greater realism. With practice, batting skill can be developed. Early swing pulls ball to left side; late swing pushes to right. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V AC adapter, not included.



No. 6018 Electronic FOOTBALL 3

Play against the computer or another opponent. A true game of strategy and skill, with controlled offense and defense. Defense must set a formation to defend before play begins. Defense can tackle a runner, knock down or intercept, and run back a pass or run back a kick. The offense must make first downs and move towards opponent's goal, to score by touchdown (and conversion try) or field goal. Turnover, score or kick converts offense to defense, just like real football. Full digital scoreboard and electronic sound effects. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V AC adapter, not included.



No. 6010 Electronic BASKETBALL 2

Play against the computer or another opponent. It's pro-action, full-court, realistic basketball with controlled offense and defense. Passes, dribbles, lay-ups, jump or set shots, rebounds and turnovers are all part of the fast and furious action. Against the computer, you have to play offense and defense, because the computer gets its chances to score, too! On offense use the directional buttons to dribble, maneuver and pass. On defense use them to intercept passes and block shots. The game includes fouls, free throws and out-of-bounds. Digital scoreboard with automatic time clock and electronic sound effects. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V adapter, not included.



No. 6011 Electronic Pinball RAISE THE DEVIL™

Just like real arcade pinball. Shoot the "ball" and use realistic, individually-controlled flippers to keep the action going. Bumpers and traps have varying point values. Hit the Devil's nose and "Raise the Devil." Keep shooting as long as you can for the highest score. Lots of flashing lights and electronic sounds. Digital scoreboard and four skill levels for more excitement. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V AC adapter, not included.



No. 6003 Electronic SOCCER

At last, an authentic, full-field electronic game simulating the fastest-growing sport in America—and the world's most popular game! With directional buttons, you move the ball downfield, set up for a shot on goal, and kick! Your opponent (or the computer if you're just practicing) controls the defense and attempts to intercept a pass or block a kick. Electronic sound effects and LEDs show all the action. Digital scoring and automatic timing. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V adapter, not included.



No. 6005 Electronic POKER

The game is draw, and it's against the "house." The computer shuffles and deals. Draw up to 5 new cards. There's an ante, with 3 chances to bet. You can bluff, call, fold or double your bet. But so can the dealer! Winnings (and losses) are recorded cumulatively. Cards are shown on a fluorescent display. For ages 8 to adult. Uses 4 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V AC adapter, not included.



No. 6006 Electronic HOCKEY

At last, an authentic, full-rink electronic game simulating the most popular ice sport in the world! With directional buttons, you move the puck down the ice, set up for a shot on goal, and shoot! Your opponent (or the computer, if you're just practicing) controls the defense and attempts to intercept a pass or block a shot. Electronic sound effects and LEDs show all the action. Digital scoring and automatic timing. For ages 6 to adult. Uses 3 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V AC adapter, not included.



No. 6008 Electronic JACKPOT GIN RUMMY & BLACK JACK

Two games in one. The computer is the dealer and the action is fast. For gin, the dealer shuffles and deals; ten to you, ten to him, then turns up the draw card. You arrange your hand and play true gin, including *Knock 10 and under* and *Jay-off*. With authentic scoring. For black jack, dealer shuffles and deals real "21" with Vegas rules. Dealer must "hit" 16, "stay" on 17. Includes betting, splitting, double down and 5 & under. Cards shown on fluorescent display. For ages 8 to adult. Uses 4 "AA" batteries, not included. Built-in adapter jack accepts Extex No. 6025 4.5V AC adapter, not included.



No. 6012 Electronic **SPACE INVADER™**

Based on one of the most popular arcade games, Space Invader™ packs in lots of action with multi-shaped, brilliant LED vessels, including attack ships, bombs, defenders, missile rockets and a beam force cannon, plus exciting electronic sound effects. The attack ships attempt to bomb the ground defenders as they are moving. You maneuver the missile rockets—avoiding alien bombs—and destroy the invader force as quickly as you can. Progressive degree of difficulty. Includes automatic digital scoring. For ages 6 to adult. Uses 6 "AA" batteries, not included.



No. 6015 Electronic **BLAST IT™**

Hit the LED "ball" with the "paddle" and blast away at the wall of blocks. Score one point for each hit in the first row, three points for each hit in the second row and six points for each hit in the third row. You've got three chances to keep scoring, but miss three times and the game's over. Lots of arcade action with digital scoreboard and electronic sound effects. For ages 6 to adult. Uses 6 "AA" batteries, not included.



No. 6009 Electronic Color **FOOTBALL 4**

That's right, color! Home team wears red jerseys; visiting team wears green. Electronic sound effects and LED lights show all the action of realistically-shaped, semi-animated figures on a full-field. Controlled offense can call a run, pass or kick. Controlled defense, which must set formation to defend before play begins, can tackle a runner, knock down or intercept a pass.

Authentic football scoring, including touchdowns, conversions, field goals and safeties. Complete digital scoreboard with game clock. A true strategy and skill game for two players or one, ages 6 to adult. Uses 4 "AA" batteries, not included. Built-in adapter jack accepts Entex No. 6025 4.5V AC adapter, not included.



**No. 6014 Electronic
MUSICAL MARVIN™**

1 to 4 players can pit their skill against this nine-function game machine that plays 6 musical games, all with variable speed, volume and tone control for more excitement. Or, play Marvin like a real full-octave musical instrument. It can even record—and play back—your own musical compositions. Has an automatic LED game scoreboard. For ages 5 to adult. Uses 6 "AA" batteries, not included.

AC ADAPTER

Adapts any Entex electronic game with an adapter jack to AC household current. Also eliminates the need for batteries. Use the order form that's included in the playing instruction manual that came with your game.



**No. 6019 Electronic
M-A-C™ MINI COMPUTER**

It's fun, creative, educational and useful for every member of the family. MAC's 4K micro-computer and 4-function, 8-digit calculator with memory allow you to play challenging, pre-programmed games; create and program original games; compose and record original music; perform complex mathematical calculations and learn simple computer programming. Full keyboard and 16-LED matrix display plus 8-digit readout and illuminated slide reader. Uses 4 "C" batteries, not included. Built-in adapter jack accepts Entex No. 6025 4.5V AC adapter.



**No. 3000
DAN VAN™**

The world's first true word-recognition toy! Dan actually *hears* and *responds* to verbal commands. Talk to him, he goes straight, left and right on command. If he comes close to a wall or object, just say "Stop" and he stops—no matter what he's doing at the time. For ages 6 and up. Uses 2 "D" and 2 "C" batteries, not included.



**No. 3029 Café Racer
RC MOTORCYCLE**

Fast, realistic, radio-controlled motorcycle that steers just like the real thing. Easy to maneuver, banks on turns, rights itself on straightaways—even jumps! Steering is fully proportional, controlled by a single-channel transmitter. Has café fairing and crash bars that help right the bike when you're about to "lose it." Rider comes in full racing "leathers." Complete with re-chargeable ni-cad batteries and charging harness. No FCC license required. For ages 6 and up. Uses 4 "AA", 1 "9V", 1 "6V" lantern battery, not included. Bike is more than 10" long.





**No. 6100 Hip Pocket
BASEBALL**

Batter up! The pitcher cocks the lever, selects a ball or strike and releases the pitch. Batter can take a swing at the LED "ball." Hit the ball and lights flash throughout the field. Pitcher stops the action with a "defense" button. Lights indicate a single, double, triple, home-run, out and baserunners. Count, outs and scoring are manually operated. Can be played by two. Uses 2 "AA" batteries not included.

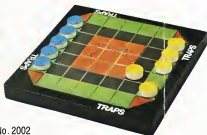


**No. 2001
CAPTURE™**

A game as entertaining as it is graphically beautiful. A real challenge to game buffs of all ages. Attack, defend, escape—and capture. And, just when you think you're winning, you're not. For two players.

**No. 6105 Hip Pocket
ALIEN INVADER™**

Turn this game on—and be ready! Because a whole field of invaders is attacking! Fire the defense missiles as fast as you can to knock out the advancing aliens before they get you. You're playing against a built-in clock so don't miss. Lots of flashing lights and sound effects for more fun. Uses 2 "AA" batteries, not included.



**No. 2002
TRAPS™**

A fast moving, thinker's game that really tests your skill. You'd better Trap your opponent before he Traps you. And, you'd better have a good memory. This game is full of surprises. For two players.

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challenge to
s. Attack, defend,
a. And, just when
ning, you're not.



Trap
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No. 2000
FRANTIC FINGERS™

It's fun! It's fast! It's frantic! It's a box-
ful of easy-to-identify toy objects, like
a car, ball, top, cube and egg. There's
a hole in the box for one of your hands
and one of your opponent's. A stack of
cards with pictures corresponding to
each object in the box is shuffled and,
as each card is turned up, "Frantic
Fingers" rustle through the box to see
which can find the object first. Find
the most objects, you win the game.
For two players, kids to adults.



**A CATALOG
OF
TOYS & GAMES
FOR 1980
FROM ENTEX**

